

Subject: : AmigaOS4

Topic: : The MiniGL thread

Re: The MiniGL thread

Author: : samo79

Date: : 2019/3/18 17:21:40

URL:

@Daytona675x

Haha 😊)

Retested Shogo and found that problem in reality was related to AHI, Units need to be set the same as in AHI's prefs and in game prefs, in this case Unit 0 for both, otherwise game seems crashing at exit 😊